

INTERPLAY^{no.8}

the metagamer dialogues



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Dragons Of Underearth Design Intro
Orbquest & Master Of Amulets Design Intro

\$1.50

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COMING NEXT ISSUE

The designer's introduction to STARLEADER didn't make this issue, see it next time. We will have more Trailblazer, TFT and Helltank pieces so save the reading time for it.

Next issue may see the format changes that have been discussed before. The options are, keep INTERPLAY as is at a \$2.00 price, go to 48 pages with thicker cover and interior pages for \$2.50, or go to very good quality 64 pages at \$3.00 but go to quarterly issues. If you have strong opinions on any of these options let us know your feelings, a postcard will suffice.

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COMING DISTRACTIONS....¹

DELAYS: Well, this issue and the Fantasy Master's Guild newsletter are late. Metagaming underwent a move to new quarters during July/August. Among the minor hassles were no phones for two weeks and delays in getting all the office areas built.

Things are almost straight now and your magazines will be more timely. It is fair to state, though, that Metagaming has never been that desperate to hit deadlines.

Without phones rumors were rampant that something had happened to Metagaming Concepts Inc. Our industry seems to revel in bad news about competitors.

With the recession slowly ending and the weaker firms going bye-bye it's time for Metagaming Concepts Inc to plan the future. Products have always been our key to everything.

Adventure gaming has expanded to games marginally related to traditional appeals. Some of it has been in bad taste. Most of the marginal stuff merely has nothing to do with the core interests of our hobby.

We will stick with the gamer who is, or may become, sophisticated in their playing interests. If we put any effort into non-core games they'll be in good taste and the Metagaming trade name will NOT be on it.

Our ideal customer is a young (or young thinking) male, an imaginative good reader, a science fiction or history or fantasy fan, an intelligent thinker, a person ready to try new things and a strong person not easily swayed by the crowd. We provide you with a type of entertainment that, hopefully, challenges you with a little food for thought.

HELLTANK DESTROYER™ is out now. It takes future combat a step further with units big

enough to kill Helltanks. Destroyers carry two infantry Hawk Teams and two other vehicles, the speedy ACVs work real well. Also included are other new vehicle.

Destroyer advances the Helltank future another decade or so with new technology. It is fully compatible with Helltank and gives you an immense amount of material for developing your own scenarios.



STARLEADER: ASSAULT!™ covers far future man-to-man combat within structures and, more importantly, serves as the character combat rules for the to-be-published game master materials for STARLEADER™. The rules assume characters have the skills for the weapons they have and leads logically to the Emotions and IQ structure of the game mastered material.

The next STARLEADER™ game will be another Microgame®, **STARLEADER WARSHIPS**. It will cover star ship combat and allow character combat in the corridors at the same time. Of course, it works with Assault!.

After that we are looking at CONQUERORS OF UNDEREARTH and IN THE NAME OF JUSTICE as Metagames. After that are more TFT™ supplements and the COMMAND AT SEA™ materials.

MERCHANT WARS

A Trailblazer Variant

by David Wilkin

TRAILBLAZER is a game of space exploration and economic exploitation sadly lacking a subsystem that would most undoubtedly be employed by Merchant Princes of Interstellar Trading Companies. I am referring to a set of rules that would allow combat and raiding to take place.

It is true that Trailblazer does not need such a set of rules and it's rational can hold that companies would not fight (for the police would make sure they wouldn't be given the opportunity) but to add spice to the game a set of combat rules, especially for your basic Stomp and Crush player is a necessity.

The following variant rules allow for players to build armament systems into their ships, allow players to conduct ship to ship combat, allows for special assault ships and for pirate ships. Also included is an optional movement system that allows for point by point movement which would allow combat in non-planetary space.

- 14.0 Weapon Systems
- 15.0 Assault Ships
- 16.0 Pirates
- 17.0 Interception Movement
- 14.0 Weapon Systems

One may wish to outfit his ships with weapons and armor and to attack competitive shipping or to defend against attacks from competitive shipping or Pirates.

14.1 Weapons. Scouts and Transports have the capability of weapon modules being installed. Scouts may build one and Transports may build two. Weapons may only be purchased and installed at worlds where Weapons are produced (thus initially only at Libertas and Terra).

To install a weapon a unit of weapons must first be purchased. Secondly a player must spend 5

megagrams to install the weapon. This is done for each weapon installed and is simultaneous (when you pay the unit is installed).

14.2 Armor. Armor is built onto starships to cause the damage from Weapons to be less effective. Scouts can build one unit and Transports two. For each unit of armor that a starship has one is added to the ships movement point total. This sacrifice is in consideration for the protection armor provides.

To install a unit of armor a unit of Superheavy Metals must first be purchased. Then 3 megagrams must be spent to install the armor on a Scout or 5 megagrams to install a unit on a Transport.

14.3 Combat. After the Movement Phase is completed the Combat Phase is initiated. In any square where two fleets are present and they are of different companies, combat may be initiated. If either player wishes to initiate combat all he need do is say so otherwise no combat takes place.

14.31 Combat Resolution. To determine the outcome of a particular combat each fleet totals the number of weapon systems among the fleet. Two is subtracted for each unarmed ship in the fleet. This will yield a combat strength, if the combat strength is lower than the number of ships in the fleet than the combat strength is raised to equal the size of the fleet. If one side wishes to capture ships in the other fleet, one is subtracted for each ship that is trying to be captured. The strengths of each fleet are now compared.

A designation of Larger or Smaller is now assigned with the force with the greater combat strength being titled the Larger. (In the event that the combat strengths are equal the designation is arbitrarily made). The combat strengths are then broken down into odds, rounding off to the nearest column, (20-10=2-1, 25-10=3-1) and players then

consult the Combat Results Table (CRT). Players roll a die and apply the result to their fleets.

The result will be a mixed letter and number code (L0:S3), the code stands for losses taken by the fleet referred to. L refers to the Larger force and S refers to the Smallest fleet. The number stands for losses taken by the fleet, in the form of hits inflicted.

A hit will destroy or disable, if the person inflicting damage is attempting to sieze that particular ship, a ship.

Armor stops hits on a one for one basis, however each hit destroys one unit of armor. The owning player distributes the damage as he sees fit. Combat continues until one side is destroyed, captured, or breaks off.

14.32 Breaking-Off. At any time a fleet may try to break off. This is done on an individual ship basis to an entire fleet basis. To determine break-off strengths two is for each Scout and one for each Transport. The breakoff strength is calculated for the ships breaking

off and for the ships in pursuit.

If the player breaking off is being pursued, the pursuer must first have enough ships to combat any ship remaining in the battle before he can pursue. The pursuer must have one ship to cover each remaining ship (thus if 3 ships break off and 5 ships remain in combat the pursuer must have at least 5 ships remaining in combat.)

Breakoff strengths are then compared. This is formed into another odds ratio listed as fleer-pursuer. Any ship in pursuit may not participate in the present round of combat or the round immediately thereafter. If the ships attempting to breakoff fail in their attempt this means that the pursuers receive a free round of combat (the combat strengths of ships breaking off is equal to the number of ships breaking off.)

Furthermore an unsuccessful breakoff attempt splits the fleets into smaller units and all battles must be fought individually, the smaller units can try to reform but it takes two rounds where break off may not be attempted to do so.

CRT

Die Roll	Odds:			
	1-1	2-1	3-1	4-1
1	L3:S0	L2:S0	L1:S1	L1:S2
2	L2:S0	L1:S1	L1:S2	L0:S3
3	L1:S1	L1:S1	L0:S2	L0:S3
4	L1:S1	L0:S2	L0:S3	L0:S4
5	L0:S2	L0:S3	L0:S3	L0:S4
6	L0:S3	L0:S3	L0:S4	L0:S5

BREAK OFF TABLE

1-4	1-3	1-2	1-1	2-1	3-1	4-1
No Breakoff	on A 1	1,2	1,2,3	1-4	1-5	Auto*

*In this case the die is rolled on a six the pursuers get one free shot before the prey totally gets away.

15.0 Assault Ships

Assault Ships are able to transport 1 unit, build up to three weapon systems and install up to three units of armor. When moving they add 5 movement points for every 2 squares across, and 7 for every 2 squares diagonally moved. (Round up) To see if the Fleet is randomized 3 dice are rolled.

15.1 Modified Assault Ship.

A modified Assault Ship trades the T unit that can be transported for one unit of pre-installed armor. This trade off means that the first unit of armor need not be purchased, four units of armor may be built into that particular ship, and the first unit of armor is not counted as a movement penalty.

15.2 Pursuit Strength. An Assault Ship has a Pursuit Strength of 2.

16.0 Pirates

Pirates are used to enhance the game and add variety to solitaire play.

16.1 Pirate vessels can build up to 2 weapons and 2 units of armor. When moving they roll 3 dice. They can never be part of a mixed fleet. Pirates ships have a pursuit strength of 3.

16.2 Building Pirate Ships. A player may build a Pirate Ship whenever he has purchased a ship, however it is highly illegal to build a Pirate Ship except at Libertas. Whenever a player builds a Pirate Ship at a planet other than Libertas he must roll a die and on a 6 he loses the ship and must pay a 5 megegram fine.

16.3 Pirate Fleet Size. For every three ships that a player has the pirate fleet has one Pirate Ship added to it. At the beginning of each combat phase each player rolls two dice and on a roll of 2 or 12 one of his fleets will be attacked by the pirates.

The Pirates will only attack if they have at least a 2-1 combat ratio (when figuring combat strengths the player does not count Assault Ships, their

orders are a well guarded industrial secret and only the owner and crew know where they are at any time).

The pirate fleet will attack at odds of 2-1 to 3-1. Damage to a pirate ship will be repaired but an eliminated ship will not be replaced. In the event that 2 or more players are getting attacked each rolls a die and the higher roller gets attacked first at 3-1. If the pirate can make another 2-1 he will attack the second player, and so on.

16.4 Seizure. Pirate Ships never attack to destroy but to capture. Captured ships lose their cargo to the victor and their ships may also be rebuilt at the cost of 5 megagrams. Weapons and armor must still be built separately. After seizing cargo Pirate ships destroy the evidence, all ships they capture are permanently destroyed.

16.5 Surprise. Pirate Ships automatically get 1 free round of combat. In his round of surprise the defender only counts the number of ships in his fleet.

17.0 Interception Movement

This movement system is designed to replace part of the already existing movement rules. As each player moves a square he stops and allows the player on his right to then move all his fleets one square. This proceeds in a counter clockwise fashion until two fleets of opposing companies meet in the same square at which time players may initiate combat. This is an optional segment which allows for combat in deep space and is not a necessity.

These rules were designed to be simple and to some extent they are. But, they are also somewhat time consuming in an already slow game. If one is planning to play a Trailblazer campaign however, I do recommend using some type of combat system because the potential for raiding with trading is inherent in this type of game and also is loads of fun.

TFT: RISQUE TALENTS

by Greg Stockum

(NOTE: These talents are presented for those who wish to make their campaigns reflect some of the bawdier aspects of human society. You kids can just skip this section, no peeking now!)

IQ.LEVEL 8

STREET WALKER (1)
Prerequisite: SEX APPEAL and appearance of 8 or better. This talent allows a character to make money soliciting, (selling their bodies) on the streets or in a brothel. Also gives character access to certain rumors and information that most adventurers would not find readily available. A street walker can allocate experience points to his/her appearance, as if it were another attribute. Characters without this talent can attempt street-walking but the dangers are increased and the money is decreased.

IQ.LEVEL 11

COURTESAN (2) Prerequisite: Streetwalker and appearance of 10 or better. A Courtesan is capable of seducing members of the opposite sex as if they have the New Followers talent. Roll 3 dice vs. your IQ if the character is of your race; 4 dice vs. IQ if the character is of another race; 5 dice if the character is of a hostile race. A successful roll turns that character into a follower of the Courtesan. The number of followers allowed by a Courtesan if half her IQ rounded down, but there will be a problem with jealousy.

If her new boyfriends are aware of each other she must roll once per day vs. her IQ on 3 dice for each follower that is aware of one or more of her other followers. Failure means the follower will attack the other follower(s) and fight to the death over the Courtesan. You do not need the Charisma talent for this talent.

IQ.LEVEL 14

HOURI (3) Prerequisite: Courtesan and an appearance of 12 or better. This ability includes the Charisma Talent. If you already have the Charisma talent this ability costs you only 2 IQ points. A Houri can make a love potion like a chemist. (SEE New Potion). Also a Houri can gain aid from bystanders if she should need it.

If she petitions for help, any male within sight and sound of her must save on 4 dice vs. IQ. Any of these males failing their roll will immediately forego their previous intentions or loyalties, leap to the houri's side and form a protective barrier between her and any assailants, even their own party members. They will fight to the death to protect her or until the danger is past. A Houri knows the Prostitutes Cant at no IQ cost.

IQ.LEVEL 15

PROCURESS (3) Prerequisite: Houri. A person with this talent can open an efficiently run a house of ill repute (bordello, geisha house, etc.). This talent also includes Business Sense and Courtly Graces. If you already have one of these abilities you pay only 2 IQ points for this talent. If you have both of these talents, Procuress costs you only 1 IQ point. A Procuress can have as many girls working for her as she has IQ points. Also she can make simple poison, weapon poison and sleeping potion as if she were a chemist.

PROSTITUTES GUILD

This organization rivals the Wizards Guild as one of the oldest and most powerful guilds on Cidri. Like the Thieves Guild it is highly factionized and most prostitutes belong to one of the various guild structures, for the very good reason that the Guild dislikes freelance operators.

The Prostitutes Guild, in most cities, is interlaced to one degree or another with the Thieves Guild. The freelancers in a given city would sooner or

later receive a stern warning from a member of the Thieves Guild which if ignored will probably result in a visit from an Assassin Guild member.

Like the thieves guild, a city may have an organized guild chapter or it could be split up into competing, warring factions. Regardless of their status all these groups send representatives to an Annual Prostitutes Pageant. These pageants are held in the capitol city or country for discussion of fees, guild dues, techniques and general policies; not to mention the week long orgy that generally takes place.

Dues range from 10% to half of your monthly take, this varies

from city to city regardless of parameters set at the pageants. A prostitute who holds out can meet with an unpleasant accident.

The guild is the only place to learn the Prostitutes Cant, a melodious language which some streetwalkers, courtesans and all Houris and Procureesses know. They will teach the processes for making the potions listed under Houris and Procureess. Also taught are spells considered useful to a prostitutes, (Image, Aid, Persuasiveness, Control Person, Illusion, Glamour, to name a few). Treat learning processes as if wizard or chemist learning spells or potions.

JOB	REQUIREMENTS	PAY	RISK
Prostitute	Streetwalker; 8+ appearance	IQ.X4	4/16
Courtesan	Courtesan; 10+ appearance	IQ.X5	4/17
Houri	Houri; 12+ appearance	IQ.X7	4/18
Madam	Procureess: Pays as listed plus can be made by selling information, love potions, etc.	IQ.X10+	5/18

1. When rolling for risk, take into consideration that besides getting her throat cut by a jealous male, holding out and getting caught, etc. another risk is the danger of contracting any one of a number of venereal diseases.

2. As a second option, male prostitutes may be allowed, (Male hooker, Gigolo, Kept Man, Pimp, etc.), simply read "male" for "female" and vice versa.

NEW POTION

LOVE POTION: When ingested or breathed from a gas bomb, this potion causes it's victims to fall in love with the first

member of the opposite sex that they see. This potion affects humanoids only, (i.e. A human would not be affected by dog, but an elf male would fall in love with an orc female). The victim will obey all commands of the person they are "in love" with as if they were under a Control Person spell. Except that they do not get a saving roll unless ordered to do something that will clearly lead to their own death, then they get a 3 dice vs. IQ. saving roll. Lasts for 2-12 hours. Requires 1 rhinoceros horn (\$50), plus \$100 common ingredients and 3 weeks; Costs \$300.

CONTEST RESULTS...

7

1ST PLACE CREATURE

WARCATS

New character/race for TFT

WARCAT

Attributes: ST 22 DX 14 IQ 7

Size: 2 hexes

Damage: Paws- 2 dice; 2+1 w/steel spurs
Bite- 2+1 in HTH

Armour: Fur stops 1 hit;
leather cuirass- 1 hit, -2 DX

Natural Talents: Acute hearing (1), Silent movement (2), Alertness (2), Night Vision (1) (+2 DX when fighting in dark)

Reactions: -1 on reaction rolls with humans without Animal Handler talent or not in party. May voluntarily cause panic in any horse (excepting warhorses) or pack/draft animal with a roll of 2 through 6 on one six-sided die.

Additional Talents:

IQ 8 Detect Traps (1)
Tracking (1)
Warrior (2)

IQ 9 Naturalist (2)

IQ 10 Detection of Lies (2)

Warcats are an intelligent race of tiger-sized felines bred for war by a forgotten human civilization. These powerful cats normally inhabit the plains of Cidri where their light goldenfur and chocolate brown striped hindquarters give them excellent camouflage.

A loosely organized clan of 15 to 20 cats led by a senior male provides the largest Warcat

social unit. Warcats mate for life with a single partner and share the task of rearing their singly born kittens. Mildly telepathic, Warcats can communicate freely among themselves and with humans who possess the Animal Handler talent.

Occasionally a young male Warcat (rarely a young female) will ally itself with a worthy human who possesses the Animal Handler talent. Prizing the virtues of bravery and fidelity above else, a Warcat will never abandon a human battle companion should the situation become dangerous.

Although Warcats have not been used in centuries for organized warfare, nomadic chieftans ally their tribes with Warcat clans to mutual advantage. In the nomad Test of Truth, a Warcat with the Detection of lies talent is used to aid in the judgement of an accused man.

The accused places his head between the powerful jaws of a Warcat. Using its rudimentary telepathy and talent to detect lies, the Warcat searches for gross uncertainty in the thoughts of the man being judged. Should a lie be detected, the chieftan will allow the Warcat to crush the head of the guilty man. For this reason most nomads are loyal to tribal law or immediately seek self-imposed exile rather than submit to the Test of Truth.

Warcats loathe orcs, hobgoblins, and goblins, and will attack them (intelligently) upon sight, sound or scent. They will never eat humans or humanoids that they kill in combat because they find the taste quite offensive.

For TFT Warcats make excellent NPC's to beef up a small party that is long on brains but short on brawn. Players who wish to use a Warcat character must gain experience points double that of a normal character to acquire an attribute point. FM's should

award Warcat characters experience points on the basis of demonstrated bravery, ferocity, and loyalty. Additional talents for Warcat characters may be selected from the list included. The IQ levels listed as requirements and IQ cost are based on Warcat IQ. Maximum Warcat IQ is 10; ST is 25.

2ND PLACE CREATURE

DARK TREE

SOURCE: A set of 15mm Martian Metals figures

ST 18+2D6, DX 8+1D3, IQ 8, MA 2

ATTACK: Blow (treat as two-handed club) (see also Specials)

NATURAL ARMOR: Bark, (stops 3 hits/attack, 1 hit/attack against Figure (see also specials)

SIZE: Large

DESCRIPTION: Resembles a stout tree, 2 to 2 1/2 meters tall, with black or darkly brown bark, no foliage, six to ten thick roots used for locomotion, and two major limbs ending in manipulatory dactyls. Two eyes, which may be concealed by lids, and a mouth orifice resembling a natural cavity are arranged to form a face upon the trunk.

A Naturalist may detect its difference from a normal tree by making 5D/IQ (4D/IQ for Expert Naturalist or Woodsman), but cannot recognize it exactly unless familiar with the species (as after a prior encounter).

SPECIAL: Subsisting in a predatory manner, the Dark Tree seeks victims in order to ingest their vital juices, then uses the remains to enrich its soil. To this end, Dark Trees will often act in cooperation to prey upon travelers, with 1D6+4 occurring together. Their favorite tactic is to pose as harmless trees in the vicinity of an attractive campsite, then ambush their victims during the night, using their curious powers.

Dark Trees possess Dark Vision as a natural ability, functioning at all times without ST cost.

They may also cast a form of Darkness spell, covering the Mega-hex the Dark Tree occupies and each neighboring Mega-hex (or any portion thereof); no DX roll is required for this, and the ST cost is 1 per turn, but the Dark Tree may neither move nor take other action while evoking the effect. The Darkness involved differs from normal Darkness, in that artificial light sources will only illuminate their own hex and neighboring hexes, and attacks against targets in those hexes are at DX-4; however, Dark Vision and Mage Sight function normally.

Dark Trees often obtain magical items from their victims, and will employ them. (Roll one die for each Dark Tree in a group; on each "1", there is a magic item present, FM's choice, but no enchanted weapons (which Dark Trees tend to destroy, as they cannot use them). Treat Dark Trees as heroes when using magical devices.

Dark Trees fear the use of fire, and with good reason. Not only does their tough bark give less protection, but if a Dark Tree sustains 10 or more hits in damage from fire in one turn (including Flaming Weapons), it will catch fire and burn, losing 2 ST per subsequent turn until it dies or the fire is extinguished (as by Magic Rainstorm).

Dark Trees, being a vegetable, are immune to Control Animal and Control Person; being deaf, they are unaffected by all Words of Command (Dark Trees can communicate amongst themselves by a form of natural Telepathy). Control and protection items exist which affect Dark Trees, but the former are rare, owing to the difficulty in commanding one (Telepathy must be used) Images and illusions of Dark Trees are generally ineffective, as so few people are familiar with them.

C. G. Mitchell, III

"DEFENSIVE QUICKNESS"

This is a set of talents designed to eliminate the commonplace occurrence of an easy victory being gained by the quicker of two very talented adversaries.

IQ 14 TALENT

DEFENSIVE QUICKNESS I (3) This ability represents the advantage a fighter would have defensively by being both mentally and physically quick. This quickness, gained by years of combat experience, makes him a much more difficult target. For all combat rolls, one die is added to the number of dice rolled whenever anyone possessing this talent is attacked (i.e. 4 dice in normal combat, 5 dice if defending or dodging). This includes surprise and ambush attacks.

Prerequisite: A DX of 16.

IQ 16 TALENT

DEFENSIVE QUICKNESS II (2) A higher defensive proficiency. This talent is identical to DEFENSIVE QUICKNESS I except that two dice are added to all combat rolls against this figure (5 dice in normal combat, 6 dice if defending or dodging).

Prerequisites: A DX of 20 and DEFENSIVE QUICKNESS I.

87IQ 18 TALENT

DEFENSIVE QUICKNESS III (2) This figure moves extremely fast in combat situations and is very hard to hit. This talent's benefits are identical to DEFENSIVE QUICKNESS II except that three dice are added to all combat rolls against this figure. Prerequisites: A DX of 24 and DEFENSIVE QUICKNESS II.

NOTES

1. It is suggested that the DEFENSIVE QUICKNESS talents be carried to further degrees. Each additional level costs two IQ points to achieve and adds one additional die to all combat rolls against the figure. The prerequisites for these levels are shown below.

TALENT	IQ NEEDED	DX NEEDED
Def. Quick. IV	20	28
Def. Quick. V	22(20+2)	32(28+4)
etc.	etc.	etc.

2. To add flavor allow the defender to make the roll of the additional dice.



INTERPLAY wants game scenarios for publication. Many of you experiment with different set-ups for many games. We'd like you to send them in for INTERPLAY.

Each contest will have several winners. Prizes will be \$15 cash and \$15 purchase credit for each winner.

STARLEADER: ASSAULT!

The three scenarios provided with Assault! are limited to the warship Trek Heaven and fairly simple goals.

New scenarios could include warship maps and buildings. They can also allow more development of characters and situations. The ideal scenario would make a good encounter for a game master.

HELLTANK

New Helltank scenarios could include new maps, new set-ups on either Helltank map, new victory conditions and goals for each commander. Modified Helltanks or Destroyers would be nice too.

UNDEREARTH

New scenarios could be based on either LORDS OF UNDEREARTH or DRAGONS OF UNDEREARTH. Or, you could devise scenarios that mix the small unit format of LORDS with the character action of DRAGONS. Characters commanding small armies on specific missions could work well.

RIVETS

New RIVETS scenarios MUST include new types of BOPPERS. We may publish a RIVETS 2 and want to include new unit types as a major part of the game. Here's your chance to share your favorite modified BOPPER with the other beer & pretzel players.

HITLERS WAR

These scenarios could be based in historical situations. Or, you could try adding in new players handling minor countries. You history buffs have the ideas so have at it.

AIR-EATERS STRIKE BACK

The complete Inner solar system material of Strike Back could make numerous scenarios, with or without the Air-eaters.

Revolt of the asteroid colonists, war between the Inner planets, or multi-player games with advanced diplomacy rules would provide endless challenge.

1ST PLACE ENCOUNTER

RUMPHWHISTLE THE JESTER

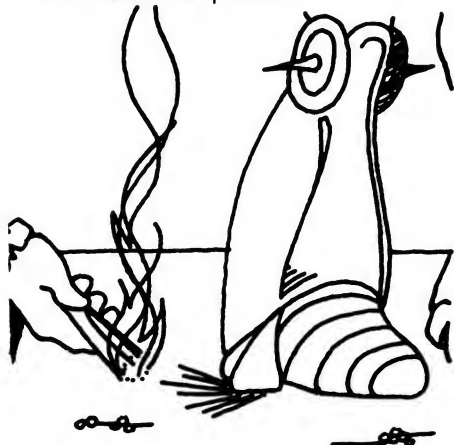
Rumpwhistle is a wandering, eccentric, wizardly practical joker. He is quite rich and may well spend thousands of silver pieces on a single highly elaborate joke on a humble solitary woodsman. Though getting on a bit, he is still very spry and active. He is: ST 10, DX 12, IQ 20.

TALENTS: Literacy, Sorcerers' Tongue.

SPELLS: Darkness, Lock/Knock, Mage Sight, Giant, 7-H Shadow, 7-H Image, 7-H Illusion, Dragon, Megahex Sleep, Geas, Insubstantiality, Spellsniffer, Shapeshifting, Wizard's Wrath, "Obey", "Freeze", Lesser and Greater Magic Item Creation.

As his spells would indicate, he is far beyond such unsubtle pranks as unexpected slippery floors or telekinesising away somebody's chair. His most valuable items, both limited to him, are a 2-hex magic carpet with unnoticeability covering it and rider(s) (2 ST/turn) and a 25 ST Battery.

Rumpwhistle encounters are only really applicable when the party are traveling long distances outside. Rumpwhistle will see the party first and may tail them unseen for days before flying ahead of them to prepare his favorite prank...



THE FANTASY TRIP™

For The Fantasy Master™



THE FANTASY TRIP™ is a system of fantasy role-playing games. With TFT™ you can combine inexpensive modules to create a game system as simple or complex as desired. All TFT™ modules are fully compatible. Rules don't change as you advance. If you're ready for a logical system that plays 'real' then try TFT.

IN THE LABYRINTH™

\$5.95

This is the primary rules module for Fantasy Masters™, those game mastering THE FANTASY TRIP™. It has everything necessary to create a fantasy world and guide players on adventures. Rules are clear, consistent and logical.

As Fantasy Master™ you act as guide and moderator for a group of adventurous gamers. They create characters who live out their lives in your world. The adventure develops through real-time decisions and actions in response to character experiences.

Once you've mastered TFT: MELEE™ and TFT: WIZARD™ and played some Microquests™ move up to being a Fantasy Master™, that's where the real fun and excitement is.

RULES: You will need a weapon and magic combat module to go with IN THE LABYRINTH™, TFT: MELEE™ and TFT: WIZARD™ or TFT: ADVANCED MELEE™ and TFT: ADVANCED WIZARD™.

THE FANTASY MASTERS' CODEX™

\$9.95

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RULES: Used as a reference work.

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On 5D/IQ the party will see an ornate, glowing, stoppered bottle lying hidden at the roadside (if they fail to see it Rumpwhistle will angrily retrieve it and hide it in front of them again). If the five Conceal spells are bypassed, Analyze Magic will reveal first a light spell, then a flight spell (effective only on the bottle and controllable by some external condition) and then powerful binding spells.

Apart from above the bottle is useless, however if somebody opens it (if nobody does then the stopper will somehow come out when the bottle is stowed away) then Rumpwhistle will conjure up a masterful 7-H illusion of a genie, maintaining it with a Maintain 3 Illusions pendant, from nearby concealment. Only the upper trunk is visible, rippling with muscle.

The genie is ST 200, DX 13, IQ 20 (Rumpwhistle's). A very big and fearsome thing. Below 4m he is simply mist therefore physical attacks from the ground on him are impossible, however his mighty fists could strike the floor. He makes no attacks, however, and in his booming voice announces that, while he is somewhat vexed at being imprisoned for many years and eager for some revenge (indiscriminate), he will condescend to spare anyone who sings him a decent song.

Really evil FMs will invite the players themselves to croon otherwise 4D/IQ (2 if Bard, Automatic if Master Bard) to sing a decent song. If anyone fails to provide a truly delightful refrain (a low roll) he will insist upon a group effort. 3D/IQ for each member for harmony (2 (1) if (Master) Bard). During the resulting ditty the genie will metamorph into a Rumpwhistle duplicate, laughing gleefully. This will then vanish and the bottle will zoom off to Rumpwhistle who flees Unnoticably, cackling all the way.

Unless the first prank goes

terribly wrong he will usually return for more fun. His other japes include:

An Illusion bear writing in the sand or growling that he is a shapeshifted wizard and asking for either Remove Cursed Object (he is wearing a pendant), or a Shapeshift, or Dissolve Enchantment. Only tried on competent looking wizards.

Silly geas.



An illusion or image of a battle comprising a halfling laying about dragons, giants etc. with a club. The halfling will then rush the party, changing to a Rumpwhistle if they flee.

Treasure images or illusions in awkward places.

Disposing (not permanently) of somebody and replacing them with an image/illusion duplicate.

Throwing sleep spells or molotails and taking all clothes (but not valuables, weapons or armour) and topping up his ST battery or himself from any ST batteries carried by the party. He generally reserves this one for those who rumble other pranks.

An opportunity for player revenge may be given by the party finding Rumpwhistle in a tavern, in the very act of relating their misfortunes by his hand.

TFT: MASTER OF THE AMULETS

Designer's Introduction
by Mike Monastero

MASTER OF THE AMULETS is a game of survival in a valley filled with beasts, warriors and wizards where amulets of magical power are scattered for the taking.

AMULETS has the unusual quality of combining the strategy of board game play with the action and participation of fantasy role-play gaming using MELEE/WIZARD and/or IN THE LABYRINTH rules.

The premise of AMULETS is a simple one; finding the proper amulet and escaping the valley. However, in its simplicity it offers an endless variety of situations due to the random placement of the amulets.

The action takes place in the Lost Valley of Dirringar the Black, a legendary valley scattered with amulets of great magic; the fruits of Dirringar's evil-doings and the seeds of the corrupt magician's demise. Adventurers enter and (hopefully) exit the valley through the two remaining trap-gates (teleportation devices) created by the Black Wizard.

The map of the valley is one of typical wilderness terrain with 24 'X' marked hexes (locations where amulet counters are to be placed. These x-hexes are distributed more or less evenly about the map area to cause the characters to traverse the greater portion of the valley.

Upon entering the valley the characters find themselves at the edge of a great forest. They must seek out the x-hexes containing amulets to find the RETURN amulet (the one that will get them out). Since the amulets are scattered evenly over the play area and set-up of the amulets is a random process, there is no set pattern to the sequence of retrieving the amulets.

Because the characters have no way of escape without the RETURN amulet they must get their hands on amulets. The greater harm in Amulets comes from Valley creatures, not the amulets (helpful amulets outnumber harmful ones by a small margin). So it is imperative to get amulets.

A player's strategy is usually determined according to the first few amulets he finds and is altered often as more are found. Characters should probably embark on the shortest, most economic route in searching for amulets and making their way to the exit gate for one manifold reason; AMULETS is, in essence, a survival test. Speed, endurance, intelligence and luck are the important ingredients in a test of this nature.

Even if a party of very powerful characters were to attempt to forge their way they would be doomed by the sheer number of creatures they must defeat in their run-around hunt for the RETURN amulet. In fact, the reverse is probably a more viable strategy. Although physical and magical conflict are a major part of the game, combat should, whenever it is at all possible, be avoided. No amount of ST points is enough to withstand the incessant encounters in the long task of scouring the valley for amulets. This goes doubly for wizards since it is impossible for them to use their powers without expending ST points. Resourcefulness and intelligent deployment of amulets will prove much more successful to the AMULETS adventurer.

This is where wizards can do the most good. With their superior IQs they stand a much better chance of revealing amulet powers. Also, when using the optional rule of negotiation, their sharp minds improve the

chances of avoiding combat. Wizards' spells, of course, can be very helpful but these must be carefully rationed; used only in dire circumstances. Rare is the party that can afford the luxury of making frequent and dangerous rests to allow the weakened mage to regain his ST

points.

The character who employs care and intelligence in implementing his amulets, paces himself the arduous journey ahead of him and exercises patience in scouring the valley for amulets will find surviving the valley a much more achievable goal.

ERRATA FOR MASTER OF THE AMULETS

MAP

The entrance hex is at 2221.

Four additional hexes should be marked with an "x"

0711 1007 1314 1915

RULES

16.21 "hex 1108" should read "hex 0815"

16.22 "hex 1277" should read "hex 1418"

16.23 "hex 1382" should read "hex 1012"

16.24 "hex 1605" should read "hex 1513"

TFT: ORBQUEST

Designer's Introduction by Paul Wagner

Why did I create ORBQUEST?

Basically I wrote ORBQUEST in an attempt to make a TOUGH solitaire FRP game that represented some advancement over DEATH TEST I&II, and to a certain extent Security Station (Sorry--apologies to all who feel miffed). The rudimentary game is still much like those above, having rooms populated with opponents through which a quest must battle to obtain a specific goal. To separate OQ from these others, however, there are three major areas of divergence.

These are: 1) the variability of the ORBQUEST maze, 2) the flexibility in some of the different room-options, and 3) the accessibility of escape from the maze.

CHANGE 1

An adventuring party is like an electrical current--it follows the path of least resistance. As it is humanly impossible to design two or more different rooms of exactly the same degree

of difficulty, any maze with a set floorplan will have such a path.

ORBQUEST is based on a slightly different principle. The Maze is a five level (or five "story") Tower having one room per level. A quest must ascend all five levels--thus pass through five rooms--to gain the Tower's roof.

Simple enough so far...

Now at each of the Tower's five levels a die roll must be made in order to generate the room that the quest enters. Each level has three different and unique variants for the room that can be generated.

For example, on Level One either the Blue, Turquoise, or Aquamarine room is selected; on Level Two it is the Brown, Earthen, or Sand room; etc. And finally--to ensure the element of risk and surprise--each room on each level is generated only after the quest enters it. Thus it is unlikely that even the

solitaire player will be able to guess what room he is about to enter, and he cannot prepare his characters accordingly. Instead, the quest will have to show fluidity and malleability in adapting to quickly changing rooms and situations.

This random generation feature insures some originality and unexpected risk in traversing the ORBQUEST maze, even for the experienced solitaire player. There are as many as 125 (five to the third power) different Towers that can be produced and played by this method. Of course, it may be that this procedure is not an improvement over the standard set floorplan; I guess that this is for the individual gamer to decide for himself.

CHANGE 2

After a certain trial-and-error period in DT I & II, and Security Station, the solitaire gamer eventually discovers what is the best option to take in each of the rooms he enters. At that point this option is selected with preference to all others--after all, it is the most effective one offered.

Most of the rooms of ORBQUEST are of this same construction as they are the easiest to write. There are some chambers, however, which instead have no truly BEST option available.

The following is an example, not present in OQ, illustrating this concept. Visualize entering an empty MELEE room. At the other end of the room is the exit, above which is a camera which is monitoring your quest's progress. You may now: run full MA for the opposite exit, move 1/2 your MA toward the other exit, or walk 2 hexes per turn toward the exit. Take your option.

The camera is rigged to a computer which triggers various trapdoors in the floor of the room. If you choose to run across the room, a trap door opens beneath you and you must make a 5 die DX saving roll. If you chose to move 1/2 your MA or less, only 4 die need be rolled.

If you walked, make it only 3 die.

So, which is the best option? There is a definite advantage in moving slowly across the room; a smaller saving roll need be made. But the longer you stay in the room, the more traps are set off. Will probabilities catch up with you in the form of a 16, 17, or 18 roll? Should you run instead?--a greater danger for a much shorter period of time. Should different characters choose different options? Who should choose what?

This example, not in ORBQUEST, is a sample of some option-types present in a few rooms. As you can see from this, there is no true correct or best option for this room; each option has both strong and weak points. The player must decide which is best for his characters. A good gamer will guide a successful quest through knowing each characters' weak and strong points and using them as best he can.

CHANGE 3

This involves the difficulty of the escape: in DT I & II a group enters the maze, gets locked in, and either fights its way out or dies trying. Security Station improves on this somewhat; the fight through many rooms can be avoided, but a final room with waiting flamethrowers is inevitably blocking everyone's escape.

In OQ characters enter the ground floor of the Tower and begin to fight their way upstairs, level by level, room by room. If ever the quest gets tattered, or someone in the party gets severely injured or dies, the leader may opt to leave the Tower! Nothing will stop this group on its exit. So, although the Tower may be incredibly difficult, it is not necessarily incredibly deadly. A good leader will know the limits of his quest and its members, and should know when to fight and when to run.

This, hopefully, will keep fatalities to a minimum. However, if the leader is foolish or foolhardy, expect to receive

the appropriate rewards.

These are the major reasons ORQUEST was written. I wanted a clean-playing, thought-provoking, challenging adventure with solitaire playability. Whether you, the gamer, find this game to

be an improvement over the DT's (my goal) is an individual judgement. Hopefully someday someone will write a game that he feels overcomes defects in OQ, and thus leads to another level of improvement in the TFT game-world.

TFT: THE TRAVELLING ARMORER

by Tom Greer

In a populated area, a character who loses his weapons simply seeks out the nearest armourer's shop and replaces them. However, your campaign may take you far from the nearest armourer's shop. If you have an armourer in your party, he has the ability to make and repair weapons, but he must also have tools and materials. An enterprising armourer could carry enough tools and equipment to make and repair weapons for himself and (for a fee, of course) for the others in his party.

There are basically two types of portable armourer's kit: the repair kit and the travelling forge. The repair kit may contain only tools for making and repairing non-metal weapons and armor and effecting field repairs to metal armor, or it may also contain a partial set of metal-working tools. The traveling forge contains a fairly complete set of tools, a small furnace, and an anvil. Neither may repair firearms, silver weapons, or fine weapons or armor.

THE REPAIR KIT: The basic repair kit contains the tools needed to work wood, leather, cloth, and similar materials. If suitable wood is available, it may be used to manufacture any all-wood weapon or a handle or shaft for a part-wood weapon. Therefore, it becomes necessary to specify whether some weapons are all metal or part wood. Arrows and pole weapons almost always have wooden shafts; however, quarrels are often metal.

Axes, hammers, and morningstars often have wooden handles, but

maces rarely do. Bows require very special wood; crossbows should be considered metal, as the wooden stocks rarely break. When a part-wood weapon breaks, roll one die--on a roll of 1-4 the wood broke, otherwise the metal did.

Making an all-wood weapon with this kit takes twice as long as normal; making a wooden shaft for a part-wood weapon takes as long as it would normally take to make the weapon.

Cloth and leather armor may also be repaired or made if the material is available; they take three times as long to make as normal, with repairs taking a fraction of this time proportional to the amount of damage. This basic kit costs \$300 and weighs 10 kg.

With a small set of metal-working tools added, the kit's capabilities are greatly increased. This set includes metal rings and plates and tools to attach these as patches to chain-mail or plate armor without heating. This takes a fraction of the time normally required to make the armor proportional to the amount of damage, and the armor cannot be fully repaired (it will always stop one less hit than normal).

Making or repairing metal weapons requires a heat source; a blacksmith's forge would do, or other fires at the FM's discretion. A source of metal is also required to make weapons. Repairing metal weapons with these tools takes as long as normally required to make them, and making them takes three times as long as normal. This kit costs \$600 and weighs 20 kg., in addition to the basic kit.

16 **THE TRAVELING FORGE:** This is a special wagon containing in addition to a nearly complete set of tools, a small furnace and an anvil. It weighs 800 kg. and is so designed that the furnace and anvil may be removed for use and reloaded by one man and a draft animal. It costs \$7,000, and may be hard to buy; any wheelwright can make the cart to fit your furnace and anvil (which are readily available) in about 15 weeks.

With the traveling forge, wood weapons and non-metal armor may be made in the same time as with a repair kit, and metal weapons may be repaired in half the time normally required to make them and made in twice the normal time. Metal armor may be fully repaired in a fraction of twice the normal manufacturing time

proportional to the damage. Plate armor may be made in three times the normal time; chainmail takes five times as long as normal due to the difficulties of linking the large numbers of rings.

A few final notes: working metal requires fuel (coal, charcoal, or wood) for the fires, its price and availability will vary. Wood for weapons must be of very high quality and well seasoned; FMs should be very strict about its availability. Shields are of various materials; treat them as weapons of the same material to determine tools needed and construction times. An armorer who owns his own shop may provide himself with a repair kit, or cut the cost of a traveling forge to \$6,000 by providing tools. Happy weaponsmithing!

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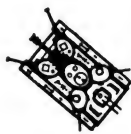
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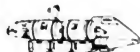
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LETTERS...

Interplay #7 was perhaps your best yet. The expansion article for Ramspeed was sorely needed, and I urge you to incorporate it into the game when you reprint it. The Crossroads column was good reading, though more useful to inexperienced FM's than anybody else. Byron Godfrey's torture rules were simply superb, and have already resulted in the gruesome death of one hardy adventurer in my campaign. The Trailblazer record sheets will undoubtedly prove to be a godsend for those who play the game (I don't, but I do like it).

I found the Expanded Astrology talent, and the accompanying scenario, to be rather well done, but I hesitate to use them. This is because I simply don't know what Cidri's solar system is like. ITL states that Cidri "orbits the Sun where the Earth would be...", implying that Cidri's solar system is the same as ours. I myself lean towards this theory, and consider Cidri to be a Dyson-class object created from the Earth that used to orbit there, before the Mnoren decided to change things.

If this is so, there is no problem with Stefan's article (which assumes an Earth-like solar system; change the system and you change your astrology). Metagaming should make this more clear, perhaps in an article in Interplay.

The Golem article by Tracy Soldan was excellent, though I question the suggested costs as perhaps being a bit on the low side. The gambling article was also good.

I wholeheartedly approve of the suggested changes to the pole weapons rules; they were sorely needed, and in my opinion they STILL aren't enough. As the rules stand right now, pole weapons are THE single most devastating items in the TFT arsenal (discounting gunpowder weapons).

True, they do slightly less damage than other weapons of equivalent ST, but what of it? Not too many people can survive a charge from (for example) a spear without at least falling down; so what if the next turn means the pole weapon user has to stand rather than charge? He's already eliminated one foe in one attack (something that doesn't happen too often with regular weapons), and thus bettered his odds of survival. In many instances, the pole weapon user is NOT engaged after a charge, and so can charge again, wasting somebody else. The rules proposed are a start; keep at it.

Steve Woodcock
Sullivan, MO

I guess now I'm taking my turn in voicing opinions. Well, here you go...

I really enjoy your "Trailblazer" Micro. I feel that the gaming hobby is overdue for some new ideas. Let's face it, indexing and cross referencing combat and defense factors from the 38th century can only be done so many different ways! I'm all for your ideas on inexpensive experiments. A new style of products would really distinguish Metagaming as a leader in designing concepts. (Coupled with the success of the Micro format, I think the results would be rather amazing, to say the least). As a final note on Trailblazer, I think it should be noted that a newly discovered world wouldn't both consume and produce the same good. (It should be obvious, but...).

Bob Titran
Columbia Station, OH

The Fantasy Trip™

ST

DX

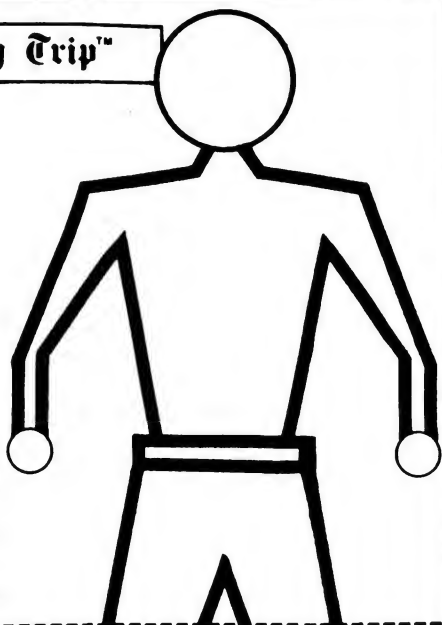
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The "Requiem For a Golden Age" article was an interesting look at a distressing part of the hobby, but I don't think the "golden age" is really dead. A parallel can be drawn to SF fandom and literature. Back in SFs golden age a few thousand people made science fiction what it is today. Since then, SF has grown into a national phenomena, accompanied by the sterile consumerism as described in your editorial.

If you ask someone on the street what they think of SF, they might say "yea, I like STAR WARS alot." Most kids like "SF", but few ever venture beyond the crap to find the real thing, the "gold" if you like. If someone is really lucky and serious about reading SF, he or she may even find the hidden core of the hobby, where the "golden age" lives on. I wouldn't be surprised if the number of serious SF readers and thinkers has grown through the years.

The same applies to gaming. When my fellow students at school heard that I designed SF games, they wondered how many quarters it would cost to play...While the vast majority of kids going to the local gaming store buy games that are Tactically Sound Rip-offs, a few delve deeper and find gold. Conventions swarm with neos who never heard of other games, but the hard core (sounds kinky, huh?) play on.

The divorce of the old spirit from the consumer branch is already under way, and the consumer branch has taken the first step, as typified by the absence of TSR from ORIGINS '82 and the announcement of the "official" TSR tournaments/ convention. Most gamers I know see that move as typical of the organization involved. It's ashame that they took SPI down with them, but if they wish to divorce themselves from the heart of hobby, good riddance!

Stefan Jones
Locust Valley, NY

Well, here's my semi-once-in-awhile letter. I've finally caught up on all the FANTASY TRIP publications. Isn't it amazing that with (bleh) D&D (insert curse) that if I wanted to get the same type of aids, I'd spend about \$40, and it would still be a crappy game! I've been on a TFT "hype" lately. The shield is fantastic, as is the codex: both are of immense help (I did have a little problem with the codex at first, but now its ridiculously simple to use). The quests, too, are quite good, especially ORQUEST. My only problem with MASTER/AMULETS is...where the hell is that entrance hex!?!?!?

(An errata sheet is available for Amulets. ED)

I was very pleased with METAGAMING's work in 1981. TFT publications were all top notch, and microgames such as LORDS OF UNDEREARTH and HELLTANKS helped get me through a year of financial cutdown...thanks.

Robert St. John
Columbus, OH

Upon reviewing my article entitled PHYSICKER REVIVAL in INTERPLAY #5, I realized that I had made a mistake in a few of the dice Modifiers.

Figure dead over a minute, but less than 5 minutes: -1 die.

Figure dead over 5 minutes, but less than 10 minutes: -3 dice.

These SHOULD read +1 DIE, and +3 DICE, respectively, rather than less dice. I am terribly sorry, this error was on the manuscript I submitted, and not INTERPLAY's fault.

John Sullivan
Eureka, CA



Dear (can I call you dear?) Some Turkey,

I've had it up to here with you, you cluck. Ha--you are always talking about human inferiority. Well, in Interplay #6, in Turkeyquest you made it impossible to win. I was referred to Limbo. You are all turkeys. You apologize you putrid poultry. That was a fatal flaw.

Signed,
Big Gunn

I am a wargamer, age 13 with about 4 years of experience. At first, I played only Microgames, starting with Ogre and expanding my collection with Melee, Wizard, Warp War and Chitin I. However, by the time I received Wizard, I had discovered some of the larger, more complicated, yet not necessarily more complex games, like TSR's D&D, Divine Right, Avalon Hill's Panzerblitz, etc., etc.

So for a while, Metagaming faded into the background, even though I occasionally ordered a game or two. In fact, after the old games wore out, I neglected to get new sets and eventually didn't own any Metagames. However, the thought of one day buying some more Metagames were always there. Recently, I had a chance to buy two new Metagames--Rommell's Panzers and The Fury of The Norseman, I can't tell you how thrilled I am to "rediscover" the simplicity and creativeness of Metagames.

Alex Halow
Waynesburg, PA

[Thanks to all who write and don't get published. All are read and appreciated, even the negative comments which keep us to the straight and narrow. Ed.]

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tft variant...

TFT: THE EMPATH By John Sullivan

Alaryck gasped through his clenched teeth, as he gripped his bleeding side. His enemy's dying blow had been impressive, the wound was deep...and hurt.

"Alaryck?"

He looked up, to see Joshua standing over him. Gently, Joshua reached down and placed one hand carefully over the gaping wound.

"Easy..." Joshua said, his bright blue eyes reassuring the wounded man, as he studied the sword forged wound.

A sense of peace descended over Alaryck, as he felt the wound closing over. He noticed Joshua's side, as it broke out in red. Their eyes locked as the agony was transferred, along with the damage.

Joshua leaned back, and Alaryck helped him to a resting position, his back against a tree. He took slow breaths, as Alaryck watched and waited, the transferred wound closed up and vanished, leaving neither of them the worse for it.

For not the first time, Alaryck thanked whatever Gods watched over him, for sending Joshua, an Empath into his group.

* * * * *

The Empath is an intelligent humanoid of possibly human or Elvish strain. Rumored to be a breeding experiment performed by the Mnores, they tend to be fair-skinned and light haired, with bright blue or blue-green eyes. They are slight of build and gentle of speech. They get a +1 reaction with all thinking creatures and all animals.

They have one main ability that makes them valuable allies or property; Empathic Healing.

By touching a wounded or fatigued character or creature, they can heal them by transferring the damage/fatigue to themselves, one point at a time.

They will not willingly lower their Strength below 2 doing Empathic Healing, and not even a successful Control Person spell will force them to do so. If a Wish is used to force them to do so, they get a four dice saving roll against their Intelligence to resist.

The Empathic Healing Transfer is at a rate of one point per minute, from a wounded/fatigued character, to them. The Empath must then spend an additional 5 minutes per point transferred, resting, to heal the damage within themselves.

If they expend 5 ST, they may heal a Disease. If they expend 10 ST, they may repair a limb or minor organ if the limb/organ is present. If the Empath expends 20 ST, they can regenerate any lost digits, such as fingers, toes, ears, etc. 30 ST expended allows them to regenerate any limbs, organs, etc.

The character these treatments are being done to must be alive. An Empath cannot regenerate limbs, organs or anything else on a dead being. An Empath can do these regenerations to themselves as well.

An Empath will never willingly harm any living creature. Nor will any intelligent being or creature willingly harm them. Animals won't harm an Empath, as they sense they mean them no harm. Only a rabid or controlled animal would ever attack an Empath. Only a very evil, corrupt or controlled humanoid would ever harm an Empath, because Empaths are so valuable, as they are very rare.

An Empath will never willingly withhold healing, unless by healing, it would reduce their ST below 2, although they would do as much healing as their ST would allow, until it reached 2.

An Empath must have enough Initial Strength to heal comple-

tely the first time, or any additional healing they do upon the same wound, fatigue loss, limb restoration, etc., costs them 5 ST per point healed. It is a very long process for an Empath to regenerate most limbs. This is why many will carry and use Strength Batteries.

Empaths also deal with emotions. They can read emotions of any character or creature, if the figure is within a mega-megahex. The Empath must make a 3 dice roll against IQ (treat the Empath as if they took the Disbelief Option). If the roll is successful, they can determine the figure's emotional state; angry, happy, fearful, etc. Empaths get 10 experience points if they make this roll in a useful situation, such as debating to talk to a merchant, approach a strange wolf, etc.

They may also alter first impressions, by adding to their reaction rolls. For every 3 ST they expend, they may add +1 to a single character's initial reaction to them, if they make a successful 3 dice roll against adjusted DX. The ST lost is fatigue loss. They may add up to 3 additional points this way, and only 1 figure at a time is effected. If the roll is unsuccessful, they lose 1 ST in fatigue. The area range is a mega-megahex.

Empaths may also attempt to pull a figure out of a Berserker Fury. This costs 5 ST and a successful 3 dice roll against IQ. If the roll is unsuccessful, they lose 1 ST in fatigue. If the roll succeeds, the beserk figure comes out of the state of beserk fury. The range is a mega-megahex.

Character Empaths start with a Strength of 6, an Intelligence of 8, a Dexterity of 8, plus 8 points. Their Movement Allowance is 10. They need triple the amount of Experience Points to advance in attributes. However, some Empaths are unable to heal fatigue loss, only ST loss due to wounds. These Empaths only pay double the normal amount of Experience Points to advance in attributes.

Empaths are limited in the types of Talents they may take. They will never take or use Weapon Talents, or use any weapons. They might use a staff or heavy stick for defense, using the Defend Option.

PHYSICKER, VET, ANIMAL HANDLER and MASTER PHYSICKER all cost the Empath only 1 IQ point each, if they are a Hero, as healing and animal handling come naturally.

If they are Wizards, then those Talents cost them 2 IQ points each. Being by nature kind and gentle, as well as



honest, an Empath would not have the THIEF Talent, or any of the UNARMED COMBAT Talents.

An Empath gains experience primarily by healing. They get 5 EP for every point they healed, and 3 EP for every ST they used healing a disease, or regenerating a limb or organ. They can also gain EP by casting any non-damaging spells, or for die rolls, time spent in play and at the Game Master's discretion. They lose 10 EP for every point of damage they inflict upon a living creature, even in their own defense.

Empaths start out with either the Human or Elvish language. Each additional language costs 1 IQ point.

As Wizards, Empaths will never take any Missile Spells, or any spell that puts hits on any other figures. They do not use Summoning Spells, or any Creation Spells except WALL, ROPE, SHADOW, and they will make an IMAGE or ILLUSION of themselves only.

They can take and use the STAFF or STAFF OF POWER spell, but they will use it only in conjunction with a Defend Option. They would never use the DRAIN STRENGTH spell, even if the victim was willing.

Any ST they expend casting spells is fatigue to them, and takes 15 minutes per point to restore, just like any other Wizard. Should they ever take damage from wounds (other than in Empathic Healing Transfer), they regenerate at a rate of 1 ST point per day, providing they survived the wound. Empaths do not regenerate from the dead.

Empaths will not Enchant Weapons, although they will Enchant Armor and Shields. They will not make or use EXPLOSIVE GEMS or any other Magic Item that Summons, or puts hits on anything. They will never make or use ZOMBIES, or use any WORD OF COMMAND.

Empaths value life above all else. Where there is life, there is hope. The taking of life is

repugnant to them, which makes them strict vegetarians; and the unnecessary taking of life is unthinkable.

Realizing that they are mostly needed as Healing Forces, they know their lot in life will often be involved with armies and adventurers; but any creature that kills in the presence of an Empath, except in self-defense, will be at a -1 reaction to the Empath. If any figure seems overly sadistic or cruel, they are -3 on reaction with the Empath. This can be unwise, as an Empath can only do so much Healing, and those who are least favored, are usually the last treated. An Empath will never withhold Healing, although they may not grant it immediately, feeling others deserve it more.

No one really knows exactly where Empaths come from. They seem to be first noticed at about age 14. Some Scholars propose that this is because their Healing powers do not show up until adolescence, others that they are gated in from other worlds, the theories are endless. Suffice to say, Empaths are here, although rare.

A player character Empath should keep in mind thoughts of gentleness, not necessarily meekness. They have memories of a village filled with others like themselves, but they have no idea where it is located.



by Michael Crane Jr.

This article lists the statistics compiled over two+ years of play concerning the death of players in TFT. The statistics compiled reflect a balanced wilderness & labyrinth campaign, although it is interesting to note that over 70% of the deaths occurred in the labyrinth.

The statistics have been divided into two parts; the deaths of the player characters and the deaths of their hirelings and NPC's. Classification of some deaths proved tricky, as often the death of a player could be put into more than one category (being killed by one's friend with a Magic Fist was put under "Treachery" although it could also be put under "Missile Spells").

Another important factor which is not taken into account in the tables is that in many cases a character would be badly wounded by one threat, to later be killed by a relatively minor threat.

The lists below show the number of deaths (in brackets) plus the percentage of deaths that each category is responsible for, plus the average point total that the players were at the time of death.

PLAYER DEATHS

Treachery/Assasination(13)....	11%
Guards/Military(10).....	8%
Missile Spells(10).....	8%
Drowning(9).....	8%
Illusions(8).....	7%
Brigands/Pirates(7).....	6%
Misc. Spells.....	6%
Orcs(7).....	6%
Undead(6).....	5%
Traps/Pits(5).....	4%
Gargoyles/Reptile Men(5).....	4%
Riding Animals.....	4%
Riding Animals(5).....	4%
Magical Items(4).....	3%
War(3).....	3%
Elves/Dwarves(3).....	3%

Misc. Aquatic Creatures(2)....	2%
Giants/Ogres(2).....	2%
Goblins(1).....	1%
Misc. Causes(13).....	11%
TOTAL PLAYER DEATHS TO DATE...	120

HIRELING DEATHS

Drowning(56).....	15%
Guards/Military(32).....	8%
Missile Spells(30).....	8%
Illusions(24).....	6%
Undead(23).....	6%
Brigands/Pirates(22).....	6%
Misc. Spells(21).....	6%
War(21).....	6%
Traps/Pits(19).....	5%
Gargoyles/Reptile Men(15).....	4%
Dragons & Related Kin(12).....	3%
Insects(12).....	3%
Orcs(8).....	2%
Hobgoblins(8).....	2%
Elves/Dwarves(7).....	2%
Magical Items(6).....	2%
Misc. Aquatic Creatures(6)....	2%
Plague(6).....	2%
Giants/Ogres(5).....	1%
Goblins(4).....	1%
Elementals(3).....	1%
Treachery/Assasination(1).....	---
Misc. Causes(39).....	10%
TOTAL HIRELING DEATHS TO DATE.	380

CHARACTER NAME:

~~LORD LULING~~~~LORD LULING I~~~~LORD LULING II~~~~LORD LULING III~~~~SARA TUCKER I~~~~SARA TUCKER II~~

Drowning(65).....	13%.....	33.6
Guards/Military(42).....	8%.....	33.7
Missile Spells(40).....	8%.....	34.2
Illusions(32).....	6%.....	34.2
Brigands/Pirates(29).....	6%.....	33.2
Undead(29).....	6%.....	33.6
Misc. Spells(28).....	6%.....	34.0
War(24).....	5%.....	32.8
Traps/Pits(24).....	5%.....	33.5
Gargoyles/Reptile Men(20).....	4%.....	32.8
Orcs(15).....	3%.....	33.5
Treachery/Assasination(14).....	3%.....	38.7
Dragons & Related Kin (12).....	2%.....	32.6
Insects(12).....	2%.....	32.2
Magical Items(10).....	2%.....	36.5
Elves/Dwarves(10).....	2%.....	33.8
Misc. Aquatic Creatures(8).....	2%.....	33.0
Hobgoblins(8).....	2%.....	32.4
Giants/Ogres(7).....	1%.....	33.0
Plague(6).....	1%.....	32.5
Riding Animals(5).....	1%.....	34.3
Goblins(5).....	1%.....	33.2
Elementals(3).....	1%.....	32.8
Misc. Causes(52).....	10%.....	33.2

Drowning covers everything from falling unconscious into a bowl of soup to being lost at sea. The Guards/Military are responsible for killing the Brigands who missed their job rolls. Missile Spells cover the gamut from Fireball to being knocked over a cliff by a Magic Fist.

Illusion deaths range from wolf bites to falls, while the Undead class covers Zombies, Skeletons, etc.. Misc. Spells covers every spell from Reverse Missiles to Staff to Snake to Created Beings.

Treachery/Assasination includes both being stabbed by one's employer to those little "squabbles" the party has when it comes time to divvy up the treasure. Insects cover the field from Hymenopterans to Killer Beatles, while Riding Animals cover both being attacked by a riding animal to being thrown from a riding animal.

Misc. Causes include just about every other monster listed in TFT, plus a few not listed there (or anywhere else). Misc. causes also include deaths from Gout, several social diseases, freezing to death, and being flogged alive. Several other interesting deaths come from

playing with a Bazooka, being flushed down a giants septic tank (no, I didn't list that under "Giants/Ogres"), being used as the main course at a cannibal festival, to being sliced to death by a jealous Blademaster.

Looking at the various deaths it is obvious that what is dangerous to one player may not be to another; while being lost at sea endangers everyone, higher point characters are more likely to survive a fight with a Dragon than a lower point character, but are more likely to demand more than their share of treasure come loot time (and get sliced up in the process).

One interesting statistic includes wizards; if all deaths due to wizards are totaled in one category (Missile Spells, Illusions, and Mis. Spells) it would total to 100 total deaths, or 20% of all deaths! Clearly everyone need fear an angry Mage indeed!

On revealing these statistics from time to time, our players have gone to great lengths to protect themselves from the most common dangers, rising the price of a Fresh Air item to \$20,000 and making a Spell Shield a most powerful and sought after item.

unofficial tft variant...

CUTTING THE POLE WEAPON DOWN TO SIZE

by Paul Wagner

During the 15th and early 16th centuries, the pikeman--whether Swiss or German--began to dominate the military scene. Typically, the only way to counter an enemy's vast formation of polebearers was to employ a similar or greater number against them. However, on a smaller scale there was another way to destroy or render helpless enemy pikeman. TFT being a fantasy system built on the smaller scale of conflict, I feel it reasonable that the tactic be recorded and rules governing it established.

The German Landsknechts employed in their companies the "Doppelsoldner" (drawing "double pay") who advanced at the front of their company swinging huge two-handed swords in order to destroy the enemies' pikes. Maurice Maundron, an author of this period, states that "This long two-handed sword was handled by a small number of well-trained men of uncommon height and strength who had no other function than to play 'ply the two-handed sword'.

They advanced at the head of a company to cut down the pike-shafts and establish a spearhead by penetrating the front ranks of the enemy's line of battle, while the other foot-soldiers followed them and consolidated their position in the gap"...Of these same men Douglass Miller writes "It was their task to advance in front of the company swinging their two-handed swords, to cut down the pike shafts of the oncoming enemy and establish a lodgement by penetrating the front ranks of the enemy's line of battle while the remaining Landsknechts followed them up, consolidating their position in the gap."

Both men agree that the sword could be used to destroy the pole weapon. I propose then that any edged weapon can be used to destroy an enemy's pole weapon in either regular combat or during the two-hex jab.

This would be accomplished by first swinging to hit the pole weapon at -4 DX (a pole shaft being somewhat more difficult than a body to hit) and then if the edged weapon causes hits equal to one-half the pole's ST-to-carry (rounding up) then the pole weapon has been destroyed and a club doing damage according to the user's ST has been created. These hits are not cumulative however, as it would be extremely unlikely that a second hit on an enemy's weapon would occur at the exact same spot as the first, and so on. A pike ax then could be destroyed by 8 or more hits given it by an edged weapon.

Finally--and I know that this will be controversial--such defensive actions against the charging pole weapon occurs before the pole weapon strikes, regardless of whose DX is higher! Thus, the edged weapon-user would precede the pole user if he is striking at the pole and not at the person.

Hopefully this will remove the near omnipotence of the large pole weapon wielded by dextrous hands.

References used were:

ARMS AND ARMOUR from the 9th to the 17th century; by Paul Martin; Charles E. Tuttle Co., Inc., Rutland, Vermont & Tokyo, Japan; Translated by Rene North; Copyright 1967; Pg. 194

THE LANDSKNECHTS; by Douglas Miller; Osprey Publishing Limited, 12-14 Long Acre, London WC2E9LP; Copyright 1976; Pg. 11



Designer's Introduction by Keith Gross

DRAGONS OF UNDEREARTH, a basic fantasy-role-playing system based on TFT, developed as a by-product of CONQUERORS OF UNDEREARTH, a combination MicroGame®-MicroQuest®. CONQUERORS OF UNDEREARTH (CUE) will probably be in print by the time you read this, and a full designer's intro will be in the next issue of INTERPLAY.

In brief, however, CUE uses DRAGONS OF UNDEREARTH characters, a LORDS OF UNDEREARTH scale strategic map, and MicroQuest paragraphs. It deals with Adventurers entering a Goblin fortress and encountering organized military units, and as such often involves 10-20 or more fighters in a battle.

I tried it with ADVANCED MELEE, ADVANCED WIZARD, IN THE LABYRINTH, and also with just MELEE/WIZARD: it can be done, but the game is very slow and complicated. I experimented a bit with modifying the basic TFT rules, and found that play can be greatly simplified with little loss of realism. With these changes, CUE could be played easily and smoothly. Thus, CUE would not be strictly an adventure for TFT, as originally planned, but rather a game based on a "Son-of-Fantasy-Trip".

The next decision was whether to make the modified TFT rules a series of "Special Rules" listing exceptions to the basic TFT, as part of the CUE rules book, or a new, stand-alone game system. I decided to make it a new game, for several reasons.

First, CUE would have been very long and complex with all of the TFT Special Rules. Also, the Special Rules could not have been learned without the gamer being thoroughly familiar with all the rules of all three big Fantasy Trip books; beginning gamers would have been left out. More-

over, a quick system for generating characters and conducting combat would be useful to gamers for labyrinth adventures and some MicroQuests which have the same problem as CUE: battles with too many characters for the basic system to handle.

Most importantly, however, a new game met a need for a simple yet realistic fantasy role-playing system. THE FANTASY TRIP is not as complex as some other systems, but it can be difficult for younger or less experienced gamers. New gamers have to learn a weapons combat system (MELEE or ADVANCED MELEE) and then a magic combat system (WIZARD or ADVANCED WIZARD), and then integrate them with rules from IN THE LABYRINTH for Talents, pack items, and other essential information.

With a new game, a single set of rules could concisely and precisely explain all the necessary information. Thus, DRAGONS OF UNDEREARTH was born.

Some of you TFT experts know that ADVANCED MELEE has a Quick Combat System similar to DRAGONS OF UNDEREARTH. I thought of referring the Quick Combat System in CUE, rather than writing a new game, but decided not to. This was because the ADVANCED MELEE Quick Combat System loses much of the flavor of "real" TFT, whereas DRAGONS OF UNDEREARTH does not. Also, the Quick Combat System is not fully explained. Most importantly, though, these rules are a list of special cases and exceptions which cannot be learned until the gamer is thoroughly familiar with all the material in three big rules books: the gamer shouldn't have to learn the complex system before he can learn the simpler system.

Characters and rules for DRAGONS OF UNDEREARTH (DUE) are compatible with those for THE

FANTASY TRIP. The basic differences between the two games are as follows:

1) Characters may be created at whatever experience level the FM or scenario allows. Experience points is an optional rule, and the magic item creation rules lend themselves more to one-game characters than to long campaigns.

2) The Talents are a subset of those in IN THE LABYRINTH, and the spells are a subset of those in ADVANCED WIZARD; some of the more complicated ones are removed.

3) The Weight rules of ITL are not used. Instead, a Hero can carry 2 weapons (counting shields) or 3 if all are one-handed, basically the same as in MELEE.

4) The Great Strength rules of ITL are simplified.

5) The magical items, potions, etc. are a subset of those in ADVANCED WIZARD with the more complicated ones removed.

6) The monsters are presented in the form of a table for quick reference.

7) A point system of the relative values of various types of creatures, various experience levels of fighters, and various classes of magic items is presented, to help FMs and players with play balance.

8) Actions during the combat rounds are simultaneous, not in order of adjusted Dexterity. The use of adjDX order provides realism, and works well for the one-on-one duels of the basic MELEE and WIZARD. However, when 10 bandits (all different) attack your party of six adventurers, it becomes nearly impossible.

9) No DX penalty applies when a character takes more than 3 hits in a round, though the rules do still have knocking-down of characters and DX penalties for characters reduced to 3 ST. The temporary DX penalty is too easy to forget.

10) Rolls of 3-5 and 16-18 are no longer automatic; the effects are too difficult to explain in the cases of magic and missile

weapons, and are of questionable realism.

11) Missile combat does not involve a "roll-to-miss" on friendly characters in the way. Instead, characters may simply fire over one friendly character in an adjacent hex.

12) There is no Hand-to-Hand Combat or shield rushes.

13) There are no images or illusions, only summoning of real creatures.

14) Invisibility and Reverse Missiles are abstracted a bit; Teleport is simplified; and Flight cannot be done during combat.

As you can tell, DRAGONS OF UNDEREARTH is not a completely new game, but rather is based heavily of the original TFT.

The rules organization will help to make DUE easy to learn, as much as if not more than the rules simplifications. It is presented in two Modules: the Character Generation Module and the Combat Module. Either module can be learned and used separately: the Combat Module can be played using the scenarios in it, which have pre-generated characters; or the Character Generation module may be used by itself by new players in a campaign.

The Combat module is in turn divided into three levels, with 3 scenarios provided at each level. Gamers first learn basic weapons combat in the Introductory Rules and then play a battle or two; then they learn thrown weapons, missile weapons, poison, etc. in the Intermediate Rules and Scenarios; and then they learn the magic rules. In this way, new gamers will be able to start playing quickly.

Thus, DRAGONS OF UNDEREARTH has basically the same content as THE FANTASY TRIP, in its full ITL, ADVANCED MELEE & ADVANCED WIZARD form; the rules cover essentially all of the same subjects. However, DRAGONS OF UNDEREARTH is much shorter (about 20 small pages) and much easier to learn and faster-playing. It is slightly less realistic and

leaves out some of the more esoteric weapons, spells, etc. It does not have all the colorful descriptions and background information that ITL, ADVANCED MELEE, and ADVANCED WIZARD do, but many gamers do not need this.

~ TFT ~

Questions & Answers

Q. What happens if during combat an illusion armed with a sword rolls a 17 (drop weapon)?

Dave Carter

A. Nothing, since an illusion can't divide in two. However, on a roll of 18 (break weapon), the entire illusion vanishes, just as if it has been disbelieved.

Q. Can one of the two weapons in the Two Weapon talent be a one-handed spear or javelin?

Dave Carter

A. No - the Two Weapons talent applies to cutting/bashing weapons.

Q. The rules state that "an illusion of an explosive gem or grenade would not be possible". Couldn't a wizard cast an illusion or image of one of these items, as long as he did not have it explode (i.e. to bluff someone)?

Milo Shiff

A. Yes.

Q. Would a character who fell into an illusionary pit think that he was trapped in the pit until he either made a successful escape, disbelieved, or the illusion ended?

Milo Shiff

A. A character who steps into a hex containing an illusory pit and fails his saving roll immediately trips and falls down. On subsequent turns, in order to stand up the character must either crawl to an adjacent hex or try and make another 3d vs. IQ roll. If at any time a character makes his IQ roll and stands in the hex, the illusion immediately vanishes.

Q. An illusory hero can possess the weapon and unarmed combat skills of a well-known hero, but no other talents. Shouldn't the illusion also possess all the purely physical talents of the hero, such as Running, Horsemanship and Expert Horsemanship, Seamanship (in regards to the ability to fight on a boat), Swimming and Diving, and Warrior-Veteran?

Milo Shiff

A. Yes, this is OK so long as all of the enemy characters know of the mimicked hero and are aware that he possesses these skills.

Q. Does an enchanted main-gauche absorb more damage, when used defensively?

Randall Hollingsworth

A. Only if it has been enchanted to stop additional hits (i.e. with a defensive or Armor enchantment). Similarly for enchanted weapons used with the Two-Weapons talent.

Q. Can a wish be used to raise a Prootwaddle's IQ above 6? How about a Giant's DX and/or IQ above 10?

Randall Hollingsworth

A. Yes, but the maximum any attribute can be raised to with a wish is 16.

Q. Does a wizard's spell-shield keep his own magical items from operating?

Randall Hollingsworth

A. No.

NEW MAGIC ITEMS FOR THE FIGHTING MAN

by Ian Bell

The following magic items rank with the special Greater Magic Items such as the Crystal Ball and Unicorn Horn. I suggest that they be found in mad wizards' towers rather than bought on the high street and be very difficult to reproduce. These items are powerful enough to serve as the goal of an adventure. Pricing is left to the FM who wishes to introduce them on his own terms.

MIND SHIELD: A helm. Gives immunity to avert and control spells and words of command. Wearer cannot be harmed by, but can harm, illusions. He will know illusions for what they are but not images.

LEFT HAND SWORD: Partially "alive" sword. Can give a second attack at no DX penalties for a second attack (but -4DX if no sword talent and normal DX minus if basic strength to low to wield it) or defend while other arm attacks (if both defend then 5 dice to hit instead of 4). Usually a broadsword.

GLAMOUR BRACELETS: Provides glammers of four more arms (two each side), armed and clothed identically to the true limbs, to confuse foes. You are at +4 DX when attacking defending foes and +2 DX against non-defending foes since they will have trouble dodging and parrying. Foes attack you normally at -1 DX or -3 DX if you are defending.

If you are using a bow then each pair of arms can aim at a different target but glamour arrows will NOT be fired. Arms are not solid and cannot be disbelieved. Normal rules for mage sight.

ZOMBIE SWORD: A beaut. Anybody slain by this sword will "heal" half the hits inflicted on him by this sword (round up). If this brings his ST above 1 then he becomes a zombie with that ST to serve the sword wielder.

SHIELD OF LIGHT: A large shield enchanted to stop two extra hits. Can glow with any brightness from minor illumination to a blinding glare giving minus (X-no. hexes distant) DX to anybody attacking holder from within X hexes where X is a value between 3 and 9 (depending upon the power of the item) to be chosen by the FM.

DIVIDING ARROWS: When one of these is fired it splits into four arrows, each doing separate damage. Roll to hit with the first. Roll to hit on subsequent arrows with +2 DX per earlier hit and -2 DX per earlier miss.

WEAPON OF MANY FORMS: This weapon can change instantaneously into any weapon on the weapon table except: net, lasso, wizard's staff, or any weapon from the last column. It can be used on the turn it changes but at -4 DX. Bows will not have any arrows. In any form it gives +2 DX and one extra hit.

RETRIEVABLE DAGGER: This dagger is enchanted for +5 DX and well made for one extra hit. Its sheath is designed for speed of drawing and when reached for it will reappear in the sheath. Similar to a quiver of replenishment.

SNAKE ARROW: A small snake is affixed along an arrow (often an enchanted one) and a freeze spell variant cast on it. The arrow flies awkwardly (-2 DX, -2 hits) but on impact the snake reanimates, biting immediately in HTH. It is ST 4, DX 12, IQ 4, MA 6, Bites for 1-2 then 4/ST or 1+2 from poison, -3 DX to hit it.

EATING BELT: Gives wearer the ability to eat anything swallowable and derive sustenance (eg. small rocks, dirt, gold coins). Doesn't make things taste good though!

(NOTE: Powerful magic items can unbalance TFT. FMs should use these items carefully. It is left to the FM to devise some disadvantages for each item, such as random malfunctions or short item life, to maintain balance.)

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Underneath his palace Thorsz keeps a special labyrinth, an obstacle course for mercenaries he hires. The Thorsz pays well you've heard. But, it's a tough test and if you're not tougher you'll be dead.

Survive and you'll earn a place as one of Thorsz's hired mercenaries. It's a risky life but full of adventure and high pay. After all, you're young, brave and looking for excitement, right - right? You can't turn back now, you must enter the magic curtain is in front of you, your DEATH TEST™ begins!

RULES: Use TFT: MELEE™, TFT: WIZARD™ can be used also but is not necessary.

DEATH TEST 2™

\$3.95

Thorsz is upset about all the whips getting through his DEATH TEST™. His court Wizard has devised a new testing ground under the palace. Survivors of the first DEATH TEST are 'invited' to again risk their worthless lives for further advancement in Thorsz's mercenaries.

I DARE YOU! Intones Thorsz. A cold sweat chills your spine. Can any true hero suffer loss of face and turn away? The cowards will. And cowards die!

Oh well, if you did it once you can do it again, can't you - Can't you?

RULES: Use TFT: MELEE™ and TFT: WIZARD™

GRAILQUEST™

\$3.95

The Knights of the Round Table are one of mythology's shining examples of sacrifice and honor. You are there when King Arthur calls on Camelot's heroes to go forth and seek the Last Supper's Holy Grail.

The flinder must have purity, honor and courage. There is no adventure more worthy of chivalry's finest flower, no greater way to grace. Monsters, danger, temptation and death await you on Christendom's quest.

You, however, have sworn your oath to find the Holy Grail. And, your oath is your life.

RULES: TFT: MELEE™ and TFT: WIZARD™ or TFT: ADVANCED MELEE™ and TFT: ADVANCED WIZARD™.

ORBQUEST™

\$3.95

Congratulations thug, you've survived Thorsz's DEATH TEST™s. But Thorsz, not one to waste, wants you out risking life and limb for his whims. His red robed mage offers you a mission. You accept, having never met anyone who refused the Thorsz.

After a wild night on Thorsz you arm and meet the mage in dawn's chill mist. He mutters and gestures - you awake elsewhere on Cidri. The mage points toward your destiny, a large, looming tower. It's small comfort now that Thorsz at least pays well, for survivors.

RULES: TFT: MELEE™ and TFT: WIZARD™ or TFT: ADVANCED MELEE™ and TFT: ADVANCED WIZARD™.

SECURITY STATION™

\$3.95

Jas Norn collected the bizarre and wierd. A Mnoen gate to dead earth gave Jas a chance at technological artifacts, rare items on Cidri. He'd send a team into an underground war base he'd found in service of his avarice.

Your band of hearty trouble seekers hires out to Jas and enters the gate. The strange and dangerous awaits you. Treasure or junk? Only earth's dead know for sure. Maybe you can pick up some guns or really neat stuff. Maybe you'll get rich and cheat old Jas. You'll at least have tall tales for your kids. Or, maybe you'll get killed. Ooops!

RULES: TFT: MELEE™ and TFT: WIZARD™ or TFT: ADVANCED MELEE™ and TFT: ADVANCED WIZARD™.

TREASURE OF THE SILVER DRAGON™

\$3.95

This is the first TFT™ \$10,000 treasure hunt. The dragon has already been found but the story of Etherion, Xenon and Miri starts here. Meet the Seekers mystery and a younger Miri for the first time.

The evil Toltec Brujos have placed Etherion in stasis in his cave. But, the secret they sought to keep from mankind was sent away with a lowly thief. Can your hero find the secret an save man?

This adventure includes labyrinth and outdoor adventuring.

RULES: Use TFT: MELEE™ and TFT: WIZARD™.

TREASURE OF UNICORN GOLD™

\$3.95

The \$10,000 Treasure Hunt Game

Etherion, the great silver Dragonodon, is frozen in stasis - victim of the Toltec Brujos. Yet man's hope lives through Miri the true and golden Xenon. Can your brave band help them before cruel Yaoyotl strikes? Can you find the secret treasure of Unicorn Gold?

A unicorn is hidden somewhere in the U.S.A. The clues to its location are in this adventure. The person who finds it gets a \$10,000 prize from Metagaming. This isn't play, it's a real, live treasure hunt. YOU may be the one to decipher the clues, find the unicorn and win the treasure.

RULES: Use TFT: MELEE™ and TFT: WIZARD™.

Minimum order is \$10.00 with a \$1.00 mailing and handling charge per order. INTERPLAY subscribers get a 10% discount on game products. Mailing to U.S.A. and Canada only. Allow 4-6 weeks for delivery.

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NEWS...

NANCON-82 TFT WINNERS

Team: Matthew Lee, Glen Spicer, Mark Babik, John Coolidge, Ray Everitt, Glen Bule.

MDG Winter GAMEFEST

November 12-14, 1982 at Cobo Hall Detroit; \$12 weekend. Contact:

Len Lozen Kowalski
1533 College
Lincoln Park, MI 48226

DLCON 82 TFT WINNERS

Team: Scott Yao, Spencer Yao, Steve Yao, David Newfeld, Bert Schwab.

TEXCON 82 TFT WINNERS

Team: John Wildenthal, Kemply Simmons, Herbert Leventhal, Keith Carter, David Cano, Fred Fuchs.

PBM PLAYERS WANTED

WANTED: Up to 10 people are needed for a player-lacking TFT campaign. One must have basic knowledge of TFT:ITL, experience preferred. With every turn (ranging from 1 turn to a year) please send a self-addressed, stamped envelope along. WRITE:

Lord of Cidri
5210 Lynngate Court
Columbia, Maryland 21044

Thomas Jaehnigen

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If you've ever wanted to smash things this is the game for you. **HELLTANK**™s are 21st century battlefield monsters smashing everything in their path. These **SUPERTANK**™ units have multiple weapon mounts with selectable weapon pods. Commanding one is a dream.

HELLTANK DESTROYER™s were inevitable. What man makes man can destroy. The Destroyers had special armor, more weapon mounts and could carry two powered infantry Hawk Teams and two other standard armored units, usually ACVs, Air-Cushion Vehicles. Destroyers were, of course, made to kill Helltanks.

HELLTANK DESTROYER™ is a sequel to **HELLTANK**™. It covers the further development of 21st century combat. It introduces 9 new unit types (for a total 21 types of combat units), 7 Helltank weapon pod types, amphibious units, air units, line-of-fire rules, opportunity fire rules and 9 technological time periods with unit cost tables for making your own scenarios.

The **HELLTANK**™ series is state-of-the-art 21st century combat gaming. If you like tactical combat, if you like playability, if you like technology and big -- baaad tanks then you'll like **HELLTANK**™.

HELLTANK DESTROYER™ DATA

GAME TYPE: 21st century tactical armored and amphibious combat
PLAYABILITY: Introductory, to advanced play for two, age 12 up.
COMPONENTS: Rules booklet, map, 126 die-cut counters and die.

STARLEADER: ASSAULT!™

MICROGAME®21
code 3121 \$4.95 retail

How would you live when we've gone to the stars? A fantastic universe awaits us. The adventurous will brave the dangers and reap the rewards. They will depend on their friends, equipment and brains to survive. Courage will give them experiences we can't imagine.

STARLEADER: ASSAULT!™ is the game of futuristic, close weapons, man-to-man combat. Each player has his own character with armor, weapons and special function gadgets. Combats are quick and deadly, as befits powerful future weaponry. Play is inside the the Trek Heaven, a trader yacht warship.

STARLEADER: ASSAULT!™ is the first rules module in Metagaming's **STARLEADER**™ future role-playing game system. **STARLEADER: WARSHIPS**™ will cover space ship combat with simultaneous character combat in corridors. Game master rules will let you make your own universe and conduct others on adventures.

STARLEADER™ is Metagaming's future role-playing game system for gamers who want more reality and more playability. In a fair test you will discover **ASSAULT!** to be a more playable, a more sensible and a clearer character future combat system than any competitor. You can even adapt **ASSAULT!** easily to your present game system. Why play second best?

STARLEADER: ASSAULT!™ DATA

GAME TYPE: Man-to-man close weapons combat in the far future.
PLAYABILITY: 10-30 min. introductory games. For 2 or more, 12 & up.
COMPONENTS: Rules booklet, character pieces, Warship map & die.

INTERPLAY

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The Unicorn Still
Hasn't Been Found